

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S18	25431	(transparent or invisible) near10 (item or object)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/11/17 09:21
S19	5	S18 near14 (character near10 (mov\$4 or reach\$4 or approach\$5))	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/11/17 09:22
S20	546	character near10 (mov\$4 or reach\$4 or approach\$5) near10 (sound or voice or invisible)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/11/17 09:22
S21	32	distance near14 between near14 character near10 (sound or invisible)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/11/17 09:26
S22	7	(stop\$5 near10 sound) near10 (character near10 (mov\$4 or reach\$4 or approach\$5 or discover\$5) near10 (object or character or item))	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/11/17 09:27
S23	30	character same (approach\$5 or reach\$5 or arriv\$4 or discover\$5 or obtain\$5) same ((hidden or hid\$5 or detect\$7) near7 (item or object or enemy)) same (sound or audio or music)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/11/17 09:33
S24	1570	463/30,31,35,43.ccls.	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/11/17 09:34
S25	1	((virtual adj2 game adj2 space) and character and (invisible adj2 item) and sound and distance).clm.	US-PGPUB; USPAT	OR	ON	2005/11/17 16:16